NEW JERSEY DIVISION OF GAMING ENFORCEMENT TECHNICAL SERVICES BUREAU

MAIN PROGRAM / OPERATING SYSTEM SUBMISSION

| | | Received: | | Manufacturer | |
|-------|--|-----------------------|--------------------|-------------------|------------|
| | | Supplier Reference | e Number | | |
| | | Emergency: □ Ye | | | |
| | | | NJDGE File | No: | |
| | | | Lab Use O | шу | |
| A. | Identification | | | | |
| Desc | cription: | | | | |
| Prog | ram ID: | F | Program Version | · | |
| Ope | rating System ID: | (| OS Version: | | |
| | cription: gram ID: rating System ID: nory Device: □ EPR * Describe flash | memory type | | | |
| | Signature: | | Location: | | |
| Platf | Signature: form to be used with | h: | | | |
| | | | | | |
| The | main program mus | t be tested comple | tely with multiple | e bonus feature | es |
| | ere available). List | - | | | |
| | • | | | 3 | |
| | Program Identification | | | | |
| | | | | | |
| В. | Is the datatable i | in the main prograi | m? ⊓Yes⊓N | 0 | |
| | | this checklist and t | | | |
| | , 00, 00p.0.0 | | | grann on oon mon | |
| C. | New/Modification | า | | | |
| | | | | | |
| | Is the submitted | program a new pro | ogram or a modi | fication of a pre | eviously |
| | | m? □ New | | | , |
| | | | | | |
| | 1) If New, su | ıbmit all materials ı | required for a pr | ototype submis | sion. |
| | 0) 1674 117 | | | | |
| | 2) If Modifica | | | 1 4 4 | |
| | | ch a list and descri | - | - | |
| | <u>-</u> | gram referenced i | | | |
| | | quential description | | | • |
| | | omitted program. I | | e, include the m | odule |
| | affe | ected and the reas | on. | | |
| | 0 D.: | - \ | | | |
| | 2. Prio | r Version | prior a | ıpproval # | file # |
| | | Program to | anuncauon | | IIIC # |
| | 3. Is th | is a mandatory rep | lacement? □ Ye | es ⊓ No | |
| | J. 15 til | a manaatory rep | | 10 | |

| If yes, state reason: |
|---|
| 4. This item is "backward" compatible without limitations. |
| □ Yes □ No Describe limitations if applicable |
| 5. Attach complete list of all known issues and their impact, such as those found during testing and/or field issues reported in other jurisdictions. If applicable, explain the problematic scenario observed that prompted the particular modification. |
| List all outstanding issues resolved since the last approved version. Explain how they are resolved in this version. |
| 7. Do the described changes impact on the game integrity or security or the operator or player options? □ Yes □ No |
| If yes, highlight those changes in description. |

D. Slot Machine Meters

The following meters are required for all slot machines. Indicate which meters in this submission do not meet the regulatory requirements. If compliant, make affirmation below.

| <u>Meter</u> | Regulation | Compliant | Non-compliant |
|----------------------------------|-------------------|-----------|---------------|
| Jackpot Meter | 19:45-1.37(b)3 | | |
| Drop Meter | 19:45-1.37(b)2 | | |
| In-Meter | 19:45-1.37(b)1 | | |
| Bill Meter(s) | 19:45-1.37(e)2 | | |
| Cash Box Meter | 19:45-1.37(e)1 | | |
| Manual Jackpot Meter | 19:45-1.37(c) | | |
| Progressive Jackpot Meter | 19:45-1.39(2) | | |
| Numerical Coupon Meter | 19:45-1.37(e)3-i | | |
| Value Coupon Meter | 19:45-1.37(e)3-ii | | |
| Numerical Voucher In meter | 19:45-1.37(e)4-i | | |
| Numerical Voucher Out Meter | 19:45-1.37(b)5-i | | |
| Value Voucher In Meter | 19:45-1.37(e)4-ii | | |
| Value Voucher Out Meter | 19:45-1.37(b)5-ii | | |
| Numerical Non Cashable Coupon | 19:45-1.38(b)7i | | |
| Meter | | | |
| Value Non Cashable Coupon Meter | 19:45-1.38(b)7ii | | |
| Electronic Transfer Credit Meter | 19:45-1.37A(f) | | |

| E. | Progressive Capability 1. Compliant with N.J.A.C. 19:45-1.39 □Yes □ No 2. List progressive levels available. | | |
|----|--|----------|---------------|
| F. | Bill Validator and Printer | | |
| | Does this submission alter the operation of bill validators or previously approved for the program identified in A.? □Yes | • | 3 |
| | If yes, describe impact on components and complete this se applicable. Identify component and impact of modification: | ection a | S |
| | Alterable Media Storage 1. Is the bill validator program stored on flash memory? If yes, answer the following: 1.1. Compliant with N.J.A.C. 19:46-1.26A | | □ No |
| | 1.1.1. 8 digit CRC check or better | | □ No |
| | 1.1.2. Unique seed testing available | | □ No |
| | 1.1.3. Program remotely verifiable | □Yes | □ No |
| | If 1.1.3 is yes, list system and version _ | | |
| | 1.1.4. Sends tilt signal to slot monitoring system indic in bill validator. | _ | nange □ No |
| | Bill Validator: General Operation BV inoperable when cash box removed. EGM inoperable when main or BV door open. | | |
| | Printer List all compatible printers | | |
| | Make Model Software Version | | |
| | | | |
| | | | |
| | | | |
| G. | Configurable Game Settings | | |
| | Describe the method to enable or change the following feature Denomination settings Payout percentage change Progressive parameters Voucher/coupon acceptance EFT/AFT features Tokenization | ures: | |

| H. | Demonstration Mode □Yes □ No If yes, describe visual indication of game in "demo" mode: |
|----|---|
| I. | Tournament Mode |
| J. | Random Number Generator 1. Provide file number approving RNG. file # If not approved, submit all relevant material for analysis. |
| K. | Unauthorized reel movement; describe EGM detection: Watchdog circuit: Software Hardware Provide procedure to deactivate watchdog for testing. Normal game play is unavailable when door is open. Yes No Tower Light, N.J.A.C. 19:45-1.37B. Compliant with GSA Light Tower proposal specifications posted as of 08/22/05 or subsequently adopted GSA revisions. Yes No Describe program verification methodology used at game initialization. Also, describe what events trigger subsequent program verification. Describe last game recall capability. |
| L. | Alterable Media, N.J.A.C. 19:46-1.26B. 1. As designed, the game is incapable of writing to any memory device on which the main or datatable programs are resident. □ Yes □ No If yes, provide details on its compliance with the alterable media rules, N.J.A.C. 19:46-1.26B. |
| М. | Features 1. Game emits a continuous sound when a jackpot occurs that is not automatically and totally paid by the slot machine. □ Yes □ No 2. When a top or manual pay award occurs, play will not continue with the exception of offering a double-up. □ Yes □ No |

N. Slot Monitoring System Compliance

List the version of software for each of the components used in the test of this main as applicable:

| Bally SDS | | | |
|------------------------|--|--|--|
| AIX | | | |
| STC | | | |
| DB2 Level | | | |
| PERL | | | |
| JAVA | | | |
| GAMENET | | | |
| COMMUNICATION PROTOCOL | | | |
| ECO version | | | |

| ACSC | | | |
|------------------------|--|--|--|
| SERVICE PACK | | | |
| NT CODE | | | |
| GEARBOX | | | |
| SU_MAIN | | | |
| RIC2MAIN | | | |
| ETICKET | | | |
| SMSCS | | | |
| PPS_SERV | | | |
| HASTCPIP | | | |
| SMSDLOAD | | | |
| DSA-BOOT | | | |
| TICKET DROP INTERFACE | | | |
| TICKET RECONCILIATION | | | |
| IVIEW | | | |
| PPE | | | |
| COMMUNICATION PROTOCOL | | | |

| EZ-PAY | <u> </u> |
|---------------------------------------|----------|
| OPERATING SYSTEM | |
| FLASH PROGRAM | |
| BOOT PROGRAM | |
| CLEAR/SET CHIP | |
| LIST APPLICATIONS (TYPE AND VERSIONS) | |
| LIST PROGRAMS (TYPE AND VERSIONS) | |
| COMMUNICATION PROTOCOL | |

CERTIFICATION

(To be completed by the Engineer performing the Emulation).

| I hereby certify that the information and representations made in this "MAIN PE SUBMISSION" Checklist and in the attachments hereto, are true, accurate and complete. I underst if any of the statements, data or information contained herein are willfully false, I am su punishment. I further understand that if the information contained herein is inaccurate, for any the company is subject to a civil penalty to be imposed by the New Jersey Division of Enforcement. | | |
|---|-------|------|
| Authorized Signature | Title | Date |
| PRINT NAME | | |